

GENERAL ZOD (REBIRTH)

ZOD



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LEVEL

18




AFFILIATE

Justice League

ATTRIBUTES

Power: 8
Speed: 4/7/15
Strength: 6
Attack: 7
Size: 2
Agility: 8
Stamina: 11
Willpower: 10

SKILLS

Fly
Order
Resistance/2  
Strategist
Soldier
Thermal Vision
Weakness to 

DEFENSES

 15
 15
 13
 14



ENDURANCE



+1 ATTACK / +1 POWER

-1 ALL DEFENSES /
-1 POWER / -1 ATTACK

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Super Punch	4 / 	 - 	3		Overload +3 DMG.
Heat Vision	2 / 	 - 	2	10 	Penetrative. Overload Pierce/3.
Strategic Hit	5 / 		5	 /3	Irresistible.
Zod's Breath	3 / 	 - 	2		Push/4. Stun/1.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Martial Pride	0 / 	(P)	-	This model can use the Overload rule after seeing the result of any attack he made.
Kneel Before Zod	2 / 	(A)	4	All other models within range suffers the Stunned 1 and Ensnare 4 effects. This model gains a quantity of Power counters equal to the number of models affected.